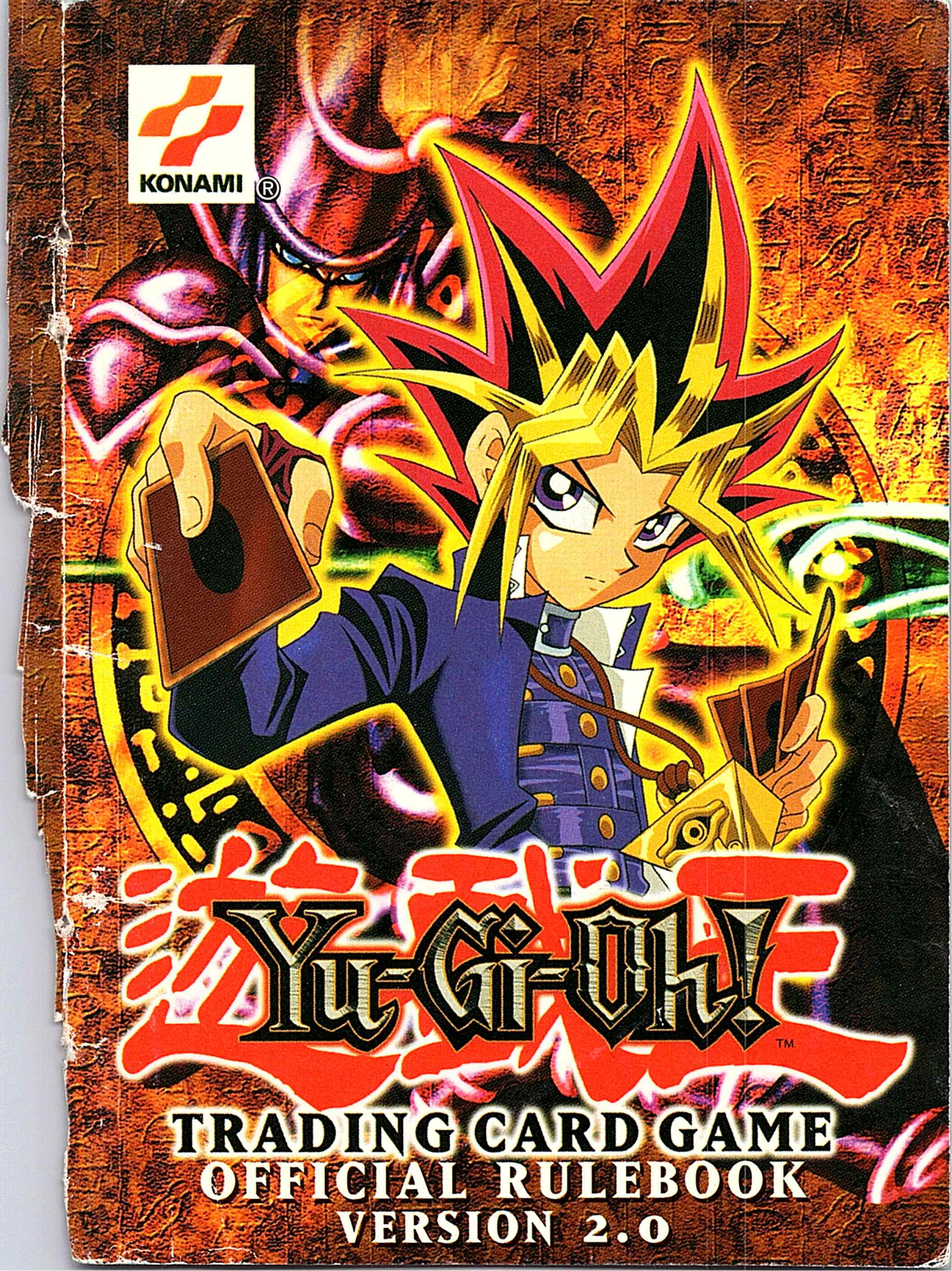
KONAMI ®
遊戯王
Yu-Gi-Oh!
TM
TRADING CARD GAME
OFFICIAL RULEBOOK
VERSION 2.0

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1. Foreword

Let the Duel Begin!

The **Yu-Gi-Oh! TRADING CARD GAME** is based on the Japanese comic mega-hit currently being televised in the United States. Now you can put yourself right in the middle of all the exciting action and become a master duelist!

A fun part of this game is simply collecting all of the cards. The **Yu-Gi-Oh! TRADING CARD GAME** STARTER DECKS are the first game release, and consists of the YUGI and KAIBA Starter Decks. Of course, a Starter Deck is all you need to start playing, but collecting additional cards in the booster packs will allow you to customize your Deck and increase your odds of winning!

2. Contents

This card set contains the following items:

- 50 game cards (Monster, Magic, and Trap Cards)
- 1 Game Mat
- Official Rule Book

Be sure to select a large, flat surface with plenty of space for 2 players' cards and Game Mats to use as a dueling ground.

Once you've decided on a dueling ground, you're ready to play!!!

3. Object of the Game

The object of the **Yu-Gi-Oh! TRADING CARD GAME** is to win a Match against your opponent.

A single Match consists of 3 Duels. Each card battle against an opponent in which a win, loss, or draw is determined is referred to as a Duel.

WIN

The player who:

- Is the first to win 2 Duels in a Match

OR

- Has 1 win and 2 draws

is declared the WINNER.

DRAW

If the Duel results are:

- 1 win, 1 loss and 1 draw

OR

- 3 draws

the match is considered a DRAW.

4. Winning a Duel

The outcome of a Duel is decided according to the following Official Rules:

- Each player begins a Duel with 8000 Life Points.

- Life Points decrease as a result of damage calculation after battle (see Damage Step, p.30). You win a Duel if you reduce your opponent's Life Points to 0. If your opponent reduces your Life Points to 0, YOU lose!

- If you and your opponent both reach 0 Life Points at the same time, the Duel is declared a DRAW.

- If either player's Deck runs out of cards during a Duel, the first player unable to draw a card is declared the LOSER. Bearing this in mind, a good duelist should make every card count.

• If at any time during the Duel you hold the following cards in your hand, you instantly win the Duel:

- **Right Leg of the Forbidden One**
- **Left Leg of the Forbidden One**
- **Right Arm of the Forbidden One**
- **Left Arm of the Forbidden One**
- **Exodia the Forbidden One**

5. Getting Started

Preparing Your Deck

This Starter Deck contains all the cards you'll need to challenge an opponent to a Duel. Following you'll find basic rules for preparing your Deck:

• The Deck used for dueling should contain a minimum of 40 cards. Aside from this minimum limit, your Deck can contain as many cards as you like.

• In addition to your dueling Deck, you can also have 15 additional cards in a separate pile known as the Side Deck. The Side Deck allows you to modify your Deck to better suit your strategy during a Match.

Between Duels, you can exchange any card from your Side Deck with any card in your Deck – as long as you end up with the same number of cards that your Deck began the Match with.

The Side Deck you create must contain exactly 15 cards at the beginning of a Match. In other words, if you don't have enough cards to create a 15 card Side Deck, you cannot use one at all.

NOTE: This Starter Deck contains 50 cards, so you will need 5 more cards to create a Side Deck.

In any Match, the Deck and Side Deck combined cannot contain more than 3 copies of the same card. Also, be aware of Forbidden and Limited Cards, p.35.

GAMEPLAY

In accordance with the Official Rules, a Duel is conducted in the following manner:

Before you start a Duel, greet your opponent with a friendly handshake.

Both players shuffle their respective Decks and hand them to their opponent to shuffle (this is called Cutting the Deck). The Decks are then returned to their owners and placed face-down in their respective Deck Zones on the Game Mat (The Game Mat, p.6).

When using Fusion Monster Card(s), place the card(s) face-down on the Fusion Deck Zone of the Game Mat. A Fusion Deck is a card or a group of cards consisting only of Fusion Monsters formed by fusing 2 or more monsters during a Duel (Fusion Monsters, p.10).

Note: The cards of the Fusion Deck are NOT counted in the 40 cards minimum limit of the Deck.

Show your opponent that your Side Deck contains exactly 15 cards (the cards may be counted face-down). When your Side Deck cards are exchanged with those in your Deck, count the cards of your Side Deck with your opponent once again to verify that the Deck still contains the same number of cards.

For the first Duel in a Match, decide who starts first with a coin toss.

Whoever wins the coin toss can decide to go first or second. For subsequent Duels in the Match, the loser of the previous Duel decides who starts first. If the previous Duel ended in a tie, re-toss a coin to determine who starts first in the next Duel.

Finally, each player draws 5 cards from the top of their respective Decks. Once both players have 5 cards in their hand, the Duel begins, following the rules in Phases of Gameplay, p. 22.

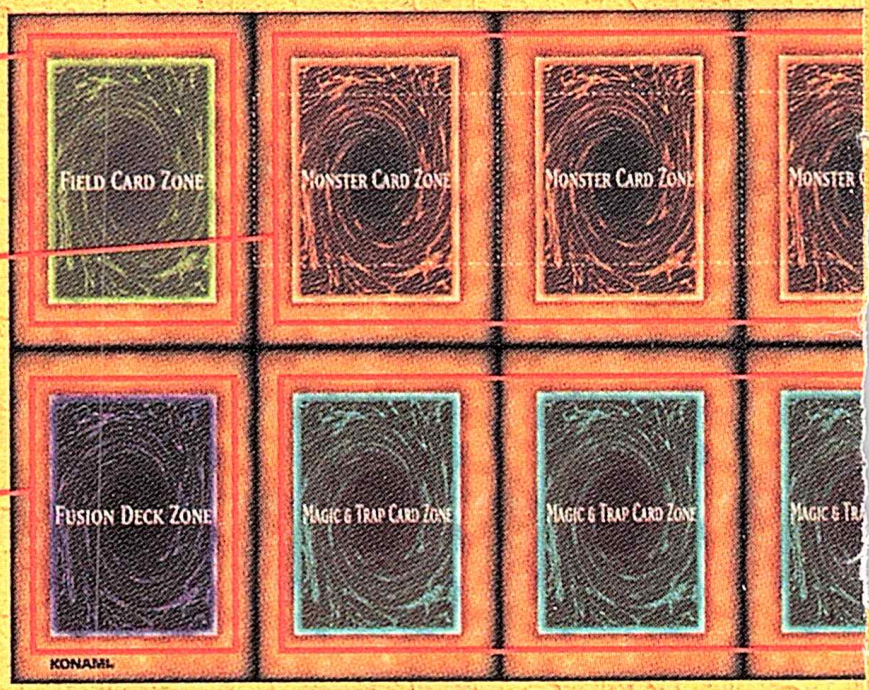
Manners in Dueling

Remember the following codes of conduct when facing an opponent:

- Always declare each move in a loud, clear voice before you execute any play.
- Your opponent is entitled to know the contents of your Graveyard (p.6) and the number of cards in your hand. If asked, you are obliged to answer truthfully.
- Never touch an opponent's cards without asking permission.

Before you learn how a Yu-Gi-Oh! turn proceeds, it is important to fully understand the Game Mat and game cards. Understanding how each type of card works will help you plan strategies to ensure that you will emerge from the Match victorious!

6. THE GAME MAT



Every card you play or discard will be placed on the Game Mat. The example above shows where to place Yu-Gi-Oh! Decks and the cards that are brought into play during a Match.

A: Field Card Zone: Field Magic Cards are played here. Only 1 Field Magic Card can be in play at any one time (Field Magic Cards, p.17).

B: Monster Card Zone: Monster Cards can be Summoned (face-up) or Set (face-down) to the 5 spaces of the Monster Card Zone following the rules in Main Phase 1 (p.23).
IMPORTANT! The Monster Card Zone has a 5-CARD LIMIT. Once all 5 spaces in the Monster Card Zone are occupied, no further Monster Cards can be played or set until there is an open Monster Card space in the Monster Card Zone.

C: Fusion Deck Zone: If you are playing with Fusion Monster Cards, put your Fusion Deck face-down in this space (Fusion Monsters Cards, p.10).

D: Graveyard: When cards are destroyed, they are discarded face-

D. GRAVEYARD

E. MAGIC & TRAP CARD ZONE

F. DECK ZONE

up to this space. The contents of the Graveyard are public knowledge, and your opponent can look through it at any time. Be sure to get your opponent's permission before going through their Graveyard.

E: Magic & Trap Card Zone: Magic and Trap Cards can be activated (face-up) or Set (face-down) to the 5 spaces of the Magic & Trap Card Zone following the rules in Main Phase 1 (p.23).
IMPORTANT! The Magic & Trap Card Zone has a 5-CARD LIMIT. Once all 5 spaces in the Magic & Trap Card Zone are occupied, no further Magic (except Field Magic Cards) OR Trap Cards can be activated or Set until there is an open Magic & Trap Card space in the Magic & Trap Card Zone. This 5-CARD LIMIT includes any of your own Equip Magic Cards used to equip your opponent's Monster Cards.

F: Deck Zone: Place your Deck face-down in this space. Your Side Deck is not placed on the Game Mat.

You can also play Yu-Gi-Oh! without a Game Mat. Just be sure to place the cards and Decks in the indicated positions.

7. GAME CARDS

Three main card types are used in Yu-Gi-Oh!: Monster Cards, Magic Cards, and Trap Cards. Additionally, each type of card is divided into further sub-categories. For now, just read the card descriptions. After familiarizing yourself with the Phases of Gameplay (p.22), you will understand the special role of each of the cards.

IMPORTANT!

In all cases where the rules in this rulebook conflict with the rules on a Yu-Gi-Oh! game card, follow the rules on the card.

A Word on Game Text

Activate – Whenever you use the effects of a Magic Card, Trap Card, and Effect Monster Card, you "activate" the card's effect. When you activate a card's effect, it is immediate.

Set - The act of placing a card face-down on the field is referred to as "Set". A Set card's effect is not activated immediately. Also, a Set Monster Card is not considered to be summoned until it is turned face-up. A Set monster must be placed HORIZONTALLY in face-down Defense Position (monsters summoned normally are placed VERTICALLY, in face-up Attack Position). Set Magic and Trap Cards are placed vertically on the field.

The Field - Throughout these rules, and on the card text itself, the Monster Card Zone, Magic & Trap Card Zone and Field Card Zone together will be referred to as the field.

Destroyed - A card that is destroyed is sent to the Graveyard.

Removed from Play - A card that is removed from play is NOT sent to the Graveyard. Instead, it is set aside and is not allowed to re-enter the current Duel.

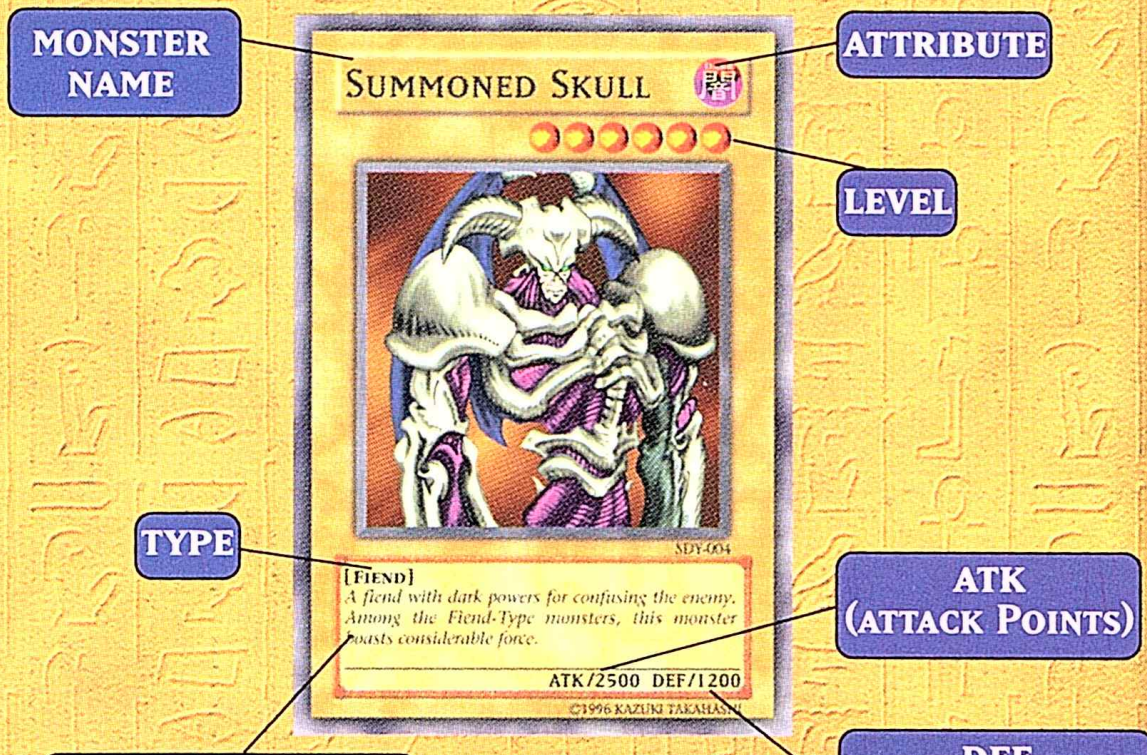
MONSTER CARDS

A. Normal Monster Cards

A Monster Card is the basic card used to attack your opponent. Monster Cards are categorized by Type and Attribute. There are 20 different Types and 6 different Attributes. Type and Attribute affect each monster's ability to Attack and Defend.

The overall strength of a monster is indicated by its Level (the number of stars at the upper right of the Monster Card). Also note that *italicized* text in the Card Description box is descriptive text only, and has NO effect on gameplay. A Monster Card is color-coded YELLOW.

TYPE	Dragon • Spellcaster • Zombie • Warrior • Beast-Warrior • Beast • Winged Beast • Fiend • Fairy • Insect • Dinosaur • Reptile • Fish • Sea Serpent • Machine • Thunder • Aqua • Pyro • Rock • Plant
ATTRIBUTE	EARTH • WATER • FIRE • WIND • LIGHT • DARK



GAMEPLAY RULES for NORMAL MONSTER CARDS

Normal Monster Cards are used primarily to Attack or Defend, although they can also be used as Tributes (Tribute Summon, p.24), to pay a cost (Cost Effect, p.14) , or as part of a Fusion (Fusion Monster Cards, below). See Main Phase 1 (p.23) for details on introducing the Monster Cards into play.

B. Fusion Monster Cards

"Fusion" means using 2 or more Monster Cards together with the Magic Card "Polymerization" to create a new monster, represented by a Fusion Monster Card.

Each Fusion Monster Card also lists the monsters necessary to create it (Fusion-Material Monsters), and is further identified as "Fusion" next to its Type. The color of a Fusion Monster Card is VIOLET.

GAMEPLAY RULES for FUSON MONSTER CARDS

During your turn, if you have the Magic Card "Polymerization" and the Fusion-Material Monsters required to form a Fusion Monster, either on the field or in your hand, you can perform a Fusion as a Special Summon by activating "Polymerization"(Special Summon, p.25).

When Fusion is performed, select the appropriate Fusion Monster Card from your Fusion Deck and place it face-up on an open Monster Card Zone space in either Attack or Defense Position. The 2 (or more) Fusion-Material Monster Cards that have been fused, as well as the "Polymerization" Magic Card used to perform the Fusion, are destroyed.

When a Fusion Monster is destroyed, it is sent to the Graveyard. If a Fusion Monster Card is returned to your hand, place it back in the Fusion Deck instead.

NOTE: Since a "Fusion" is considered a Special Summon, the card will be immune to cards such as a "Trap Hole." Also, since it is a Special Summon you can conduct a Normal Summon or Set another monster in the same turn.

Example:

The Fusion-Material Monsters for "Darkfire Dragon" are on the field ("Firegrass") and in your hand ("Petit Dragon"), AND you have "Polymerization" in your hand. Declare that you are performing a Fusion and place "Polymerization" on the Magic & Trap Zone.

Select "Darkfire Dragon" from your Fusion Monster Deck and place it in an open Monster Card Zone. Remember that a monster summoned to the field in this manner is considered a Special Summon, and allows the player to conduct a Normal Summon or a Set in the same turn.

The cards used – "Firegrass," "Petit Dragon," and "Polymerization" – are all placed in the Graveyard when the Fusion is complete.

Fusion Deck

A Fusion Deck is a group of Fusion Monster Cards that result from a successful fusion. When a Fusion is performed, Fusion Monsters are not randomly drawn, but selected from the Fusion Deck. The Fusion Deck should always be kept separate from the Deck, and placed face-down in the Fusion Deck Zone of the Game Mat. Remember the cards of Fusion Deck are NOT counted in the 40 card minimum limit of the Deck.

C. Ritual Monster Cards

Ritual Monsters Cards ARE NOT included in this Starter Deck.

A Ritual Monster Card is a special monster that can be summoned onto the field only when you have a designated Ritual Magic Card and the Monster Cards required to fulfill the conditions described on the Ritual Magic Card as a Tribute, either on the field or in your hand. Ritual Monster Cards are color-coded BLUE.

NOTE: Ritual Monster Cards are included in the Deck, NOT the Fusion Deck. Therefore, they are counted in the 40 card minimum limit of the Deck.

GAMEPLAY RULES for RITUAL MONSTER CARDS

During your turn, if you have a Ritual Monster Card in your hand, and the specific Ritual Magic Card mentioned on the Ritual Monster Card (either on the field or in your hand), as well as the Monster cards required as a Tribute, you can perform a Ritual Summon by activating the Ritual Magic Card. Follow the instructions printed on the Ritual Magic Card.

The Ritual Monster Card is then placed face-up on an open Monster Zone space on the field in either Attack or Defense Position. The Tribute monsters and the Ritual Magic Card used to perform the Ritual Summon are destroyed.

When a Ritual Monster is destroyed it is sent to the Graveyard. If a Ritual Monster Card is returned to your hand, you cannot place it on the field again without performing another Ritual Summon.

A monster summoned to the field in this manner is considered a Special Summon, and allows the player to conduct a Normal Summon or a Set in the same turn.

D. Effect Monster Cards

Monster Cards that possess magical effects are referred to as Effect Monster Cards. The broad range of Effects are divided into the types listed on the following page. For details regarding the effects, refer to the instructions printed on each individual card. Effect Monster Cards are color-coded ORANGE.

I. Flip

Flip Effect monsters are easily identified by the word "FLIP" at the beginning of their card description. The monster's effect is activated when the card is flipped from face-down to face-up. The effect is also activated if the card is flipped face-up as a result of a Magic or Trap Card, or another monster's attack. If a Flip Effect monster is destroyed after being activated in this way, the Flip Effect is applied BEFORE the card is destroyed (Battle Phase Quick Reference Chart, pp.27-28).

IMPORTANT! If a Flip Effect monster is Normal Summoned instead of Set, its effect IS NOT activated.

II. Continuous Effect

As long as this Monster Card is face-up on the field, its effect remains active. When the monster is turned face-down, its effect is no longer active.

*III. Cost Effect **

You must discard your hand or pay Life Points in order to activate this card. Costs vary from card to card so be sure to read the instructions printed on each card.

IV. Trigger Effect

These cards are activated when you inflict Direct Damage to an

opponent's Life Points (Direct Damage, p.31), or when you have fulfilled a specific requirement indicated on the card itself.

V. Multi-Trigger Effect*

These are special Effect Monster Cards that you can activate even if it is your opponent's turn.

*These types of Effect Monster Cards do not appear in this Starter Deck.

E. Monster Tokens

Monster Tokens are used IN PLACE of Monster Cards. The tokens represent monsters that appear on the field as a result of a card being activated. As they are not actual cards, these monsters are not included in a Deck (Deck Construction, p. 34).

Use coins or a similar marker (as long as it can be flipped to indicate Attack Position [heads] or Defense Position [tails]) as a Monster Token.

When put into play, Monster Tokens are placed on the Monster Card Zone of the Game Mat. When destroyed, Monster Tokens are simply removed from the field. Similarly, if Monster Tokens are returned to a player's hand by card effects, they are also removed from the field.

Monster Tokens count toward the 5-card Monster Card Zone limit. Cards involving Monster Tokens are not included in this Starter Deck.

MAGIC CARDS

There are several types of Magic Cards. Magic Cards can only be activated or Set during Main Phases (Phases of Gameplay, p.22). The only exception to this rule are Quick-Play Magic Cards.

Magic Card types are identified by the card icons listed at the end of this section (Card Icons, P. 19). Magic Cards are color-coded GREEN.

A. Normal Magic Cards

Normal Magic Cards have no icon. Once their magic is activated these cards are destroyed. Like the "Dark Hole" card, they are often very powerful.

B. Continuous Magic Cards *

These cards remain on the field once they are played and their magic effect continues until they are destroyed or removed. There is often a cost involved to maintain the effect of this type of Magic Card.

C. Equip Magic Cards

These cards allow you to modify the strength of monsters. When playing this card to the field, place it so that it overlaps with the Monster Card that you wish to equip.

Usually, this card can only be used with monsters that are face-up on the field. However, you may equip either your own OR your opponent's Monster Cards with Equip Magic Cards. In some cases, certain monsters cannot be equipped with these cards (refer to the individual card's text).

One monster can be equipped with several Equip Magic Cards. However, Equip Magic Cards count towards your 5-card Magic & Trap Card limit (even cards attached to an opponent's monster), so be sure to use them wisely.

D. Field Magic Cards

These cards are used to alter the conditions on the field and modify the Attack and Defense capabilities of all applicable monsters on the field controlled by either player. They are placed in the Field Card Zone and are NOT included in the Magic & Trap Card Zone's 5-card limit. They may be placed face-down in the Field Card Zone, but will not be activated until flipped face-up.

There can only be 1 active Field Magic Card on the field at any given time between both players. When a new Field Magic Card of your opponent is activated, your previous active Field Magic Card is sent to the Graveyard. You CANNOT activate or Set a new Field Magic Card of your own unless your current Field Magic Card is destroyed by "Heavy Storm," etc. Also, if a Field Magic Card is destroyed and there are no active Field Magic Cards on the field, the field returns to the original state that it was at the beginning of the game.

If a player's Field Magic Card is Set when an active Field Magic Card is destroyed, the Set card does not automatically activate. Field Magic Cards can only be activated by a player, but never during an opponent's turn.

E. Quick-Play Magic Cards *

This type of card can be activated during a Battle Phase as well as during a Main Phase. If you Set this card on the field, you can also activate it during your opponent's turn like a Normal Trap Card. Quick-Play Magic Cards also count towards your 5-card Magic & Trap Card limit, and there must be an open space in the Magic & Trap Card Zone in order to use it.

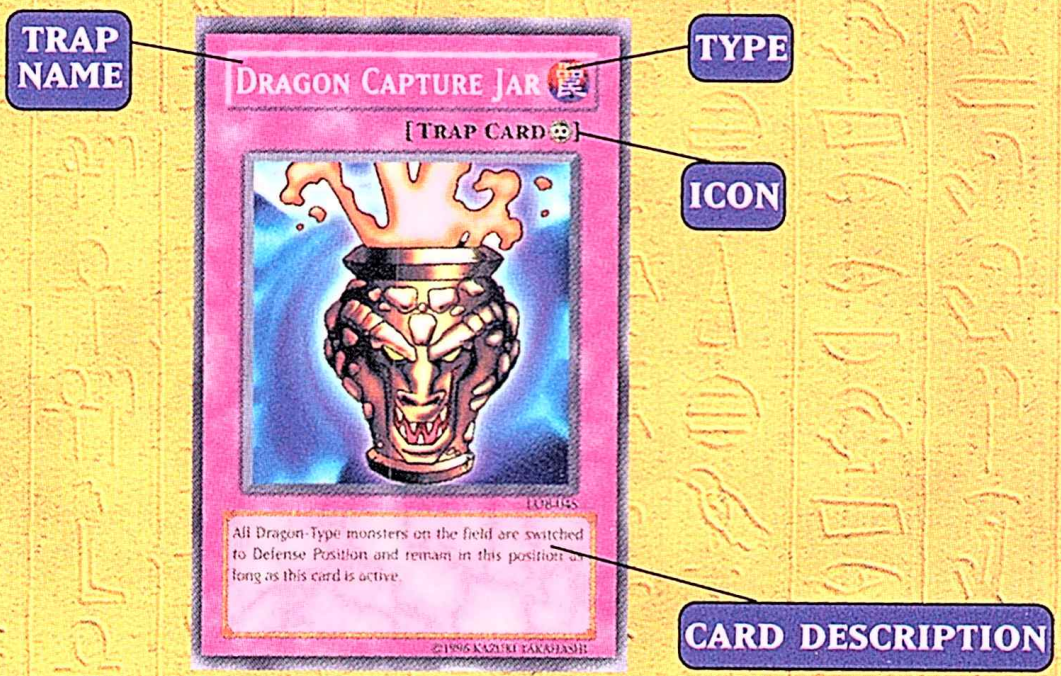
F. Ritual Magic Cards *

These card are needed to summon a Ritual Monster. After the Ritual Monster Summon, it is destroyed together with the required Tribute monster(s).

*These types of Magic Cards do not appear in this Starter Deck.

TRAP CARDS

You can Set these cards on the field and activate them at any time after the start of the next turn providing the requirements for activating the Trap Card have been met. Trap Card types are identified by the card icons listed on the following page. Trap Cards are color-coded PURPLE.



A. Normal Trap Cards

Normal Trap Cards have no icon. Once activated, this type of card is destroyed.

B. Counter Trap Cards*

These Trap Cards are activated in response to the Summon of monsters or to neutralize the effects of Magic or Trap Cards. Once activated, this type of card is destroyed.

*This type of Trap Card does not appear in this Starter Deck.

C. Continuous Trap Cards

These cards remain on the field once they are activated and their effect continues until they are destroyed or removed. There is often a cost involved to maintain the effect of this type of Trap Card.

Card Icons

There are 6 types of icons that represent the properties of a Magic or Trap Card's effect when activated.

Equip

Counter

Field

Continuous

Quick-Play

Ritual

8. CHAINS

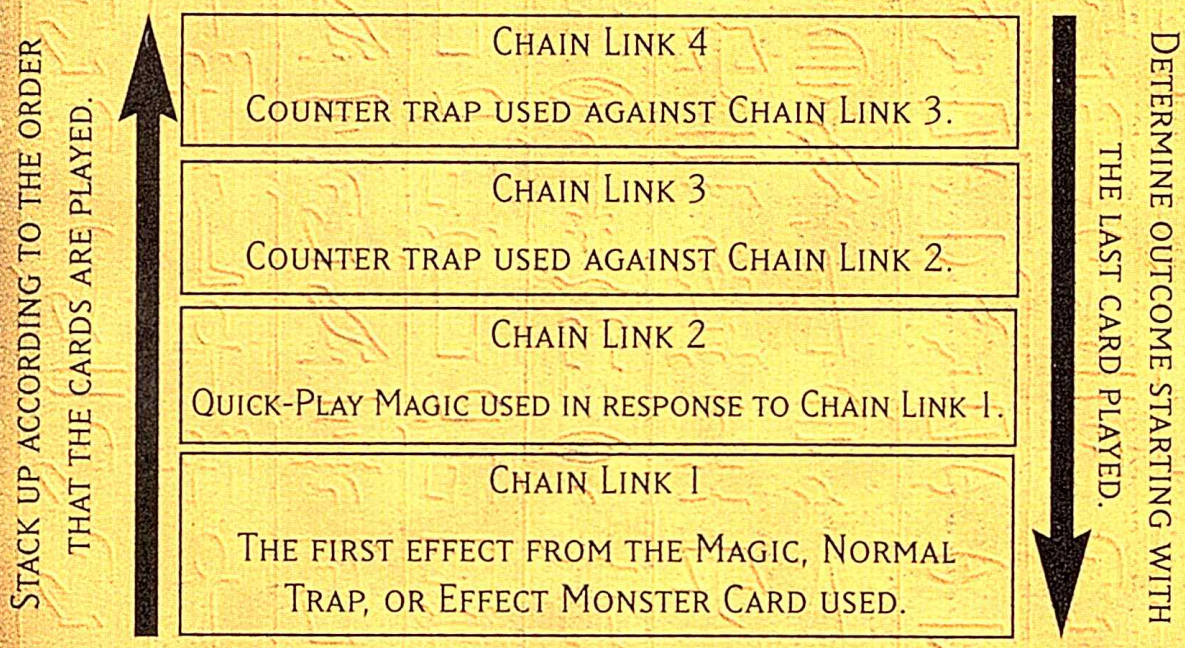
A. What is a Chain?

A "Chain" is a rule used to easily determine the outcome of a complex battle resulting from a series Magic or Trap Cards played by both players. For example, let's say that a player uses a Magic Card. That Magic Card is placed in a hypothetical link called Chain Link 1. If the player's opponent responds by playing one of their own Magic or Trap Cards, a Chain has been started, with this card placed in Chain Link 2. Using this method to deal with subsequent plays, the links are stacked from bottom to top until both players have finished playing cards (the same player can play consecutive cards if their opponent does not respond). The effects are then resolved, starting at the top link and working down to the Chain Link 1 at the bottom.

B. Opponent's Chance to Respond

The player whose Trap or Magic Card has been countered always has a chance to respond with another play – an opportunity that could result in adding yet another link to the Chain. When making a play on a Chain, you must always ask your opponent, "Do you wish to continue?" If you continue play without asking your opponent, they may raise an objection that will lead to a Replay (Replay Rules, p.29).

Example: This is an example of a Chain:



The outcome is determined starting with the most recent card played at the top of the Chain links, and proceeding down to Chain Link 1.

C. Spell Speed

Magic, Trap, and Effect Monster Cards all have different speeds. You can only respond to a card and start a Chain by playing a card of equal or greater speed. The exception to this rule are Spell Speed 1 cards, which CANNOT be used against each other.

I. Spell Speed 1

This is the slowest of all the Spell Speeds.

- Normal Magic
- Equip Magic
- Field Magic
- Ritual Magic
- Effect Monster (Continuous, Cost, Trigger, and Flip)

Spell Speed 1 cards cannot be played against each other.

II. Spell Speed 2

These cards can be used against a card with a Spell Speed of 1 or 2.

- Quick-Play Magic
- Normal Trap
- Continuous Trap
- Effect Monster (Multi-Trigger)

Spell Speed 2 or 3 cards can be used against them.

III. Spell Speed 3

This card can be used against any Spell Speed.

- Counter Trap

Only another Spell Speed 3 card may be used against it.

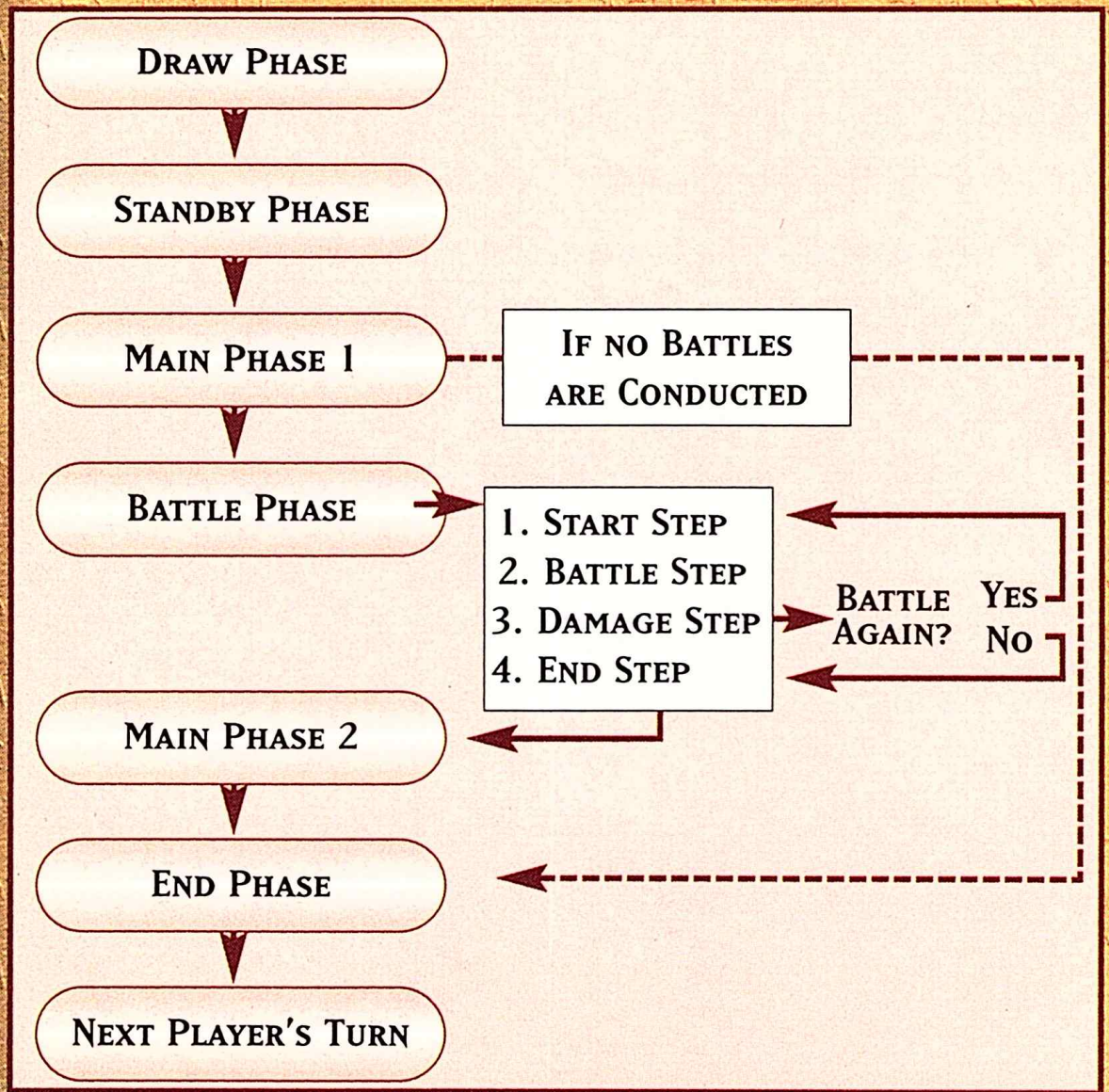
9. Phases of Gameplay

Gameplay Terminology

Turn - Gameplay progresses in a series of alternating turns. Each player's turn consists of six phases in which a number of actions can be undertaken.

Phase - Phases define the order in which actions can be undertaken by a player during their turn. Each phase is limited to a specific set of actions.

Step - A sub-category of a phase. This is only used in the Battle Phase.



Repeat these phases for each subsequent turn

A. Draw Phase

During this phase, you are required to draw 1 card from the top of your Deck. A player who is out of cards and unable to draw during this phase is declared the loser.

B. Standby Phase

If there are any cards in play on the field that specifically state that certain actions must be taken during this phase, these must be dealt with prior to entering the Main Phase. Refer to the cards for specific details regarding the actions to be taken. If there are no such cards in play, proceed to Main Phase 1.

C. Main Phase 1

During this phase, you may: (1) Normal Summon or Set 1 Monster Card, (2) activate and/or Set Magic Cards and (3) Set Trap Cards. Keep in mind that you may not exceed the 5-card limit for the Monster Card Zone or the Magic & Trap Card Zone.

During this phase, you may also change the Attack or Defense Position of cards placed on the field during a previous turn. The position of each card can be changed only once in a single turn, during either Main Phase 1 or 2. The Damage Step (p.30) details how this position effects the outcome of a Duel.

IMPORTANT! You CANNOT change the Battle Position (Attack to Defense Position or vice-versa) of a Monster Card during the same turn in which it has been Summoned or Set.

At the end of Main Phase 1, you can choose to enter the Battle Phase or proceed to the End Phase (the starting player cannot conduct a Battle Phase in their first turn).

I. Summon or Set Monster Cards

During either Main Phase 1 or 2 of your turn, you can Summon or Set only 1 Monster Card on the field.

To Summon a Monster Card, select it from your hand and place it face-up vertically (Attack Position) on an open Monster Card Zone space.

To Set a Monster Card, select it from your hand and place it face-down horizontally (Defense Position) on an open space in the Monster Card Zone.

a. Normal Summon

Summoning a monster without the aid of magic or effects is called a Normal Summon. A Normal Summon can only be conducted once in a single turn, during either Main Phase 1 or 2 (keep in mind that only 5 Monster Cards are allowed in the Monster Card Zone at any given time).

When playing a Monster Card to the field, a player must choose to place the card in 1 of 2 positions: Attack Position or Defense Position. For Attack Position, place the card face-up and vertical (a Summon). For Defense Position, place it face-down and horizontal (a Set). Keep in mind that you cannot change the Battle Position (Attack to Defense Position or vice-versa) of a Monster Card during the same turn in which it has been Summoned or Set.

NOTE: It is important to remember that a Monster Card played to the field in face-down Defense Position IS NOT considered to be summoned. Instead, it has simply been Set and can be summoned with a Flip Summon (Flip Summon, p.25).

The Attack or Defense Position of a Monster Card already placed on the field may only be changed once in a single turn, during either Main Phase 1 or 2. With the exception of special conditions, once the position of a Monster Card has been changed, the card must remain in the changed position throughout the turn in progress.

Tribute Summon

When summoning a monster that is Level 5 or higher (indicated by the number of stars that appear on the upper right of a Monster Card), you must offer 1 or more of your Monster Cards on the field as a Tribute by sending them to the Graveyard. If you are summoning a monster that is Level 5 or 6, you must offer 1 monster as a Tribute, and if you are summoning a monster that is Level 7 or higher, you must offer 2 monsters.

IMPORTANT! Even if the Level 5 or higher monster is Set rather than Summoned, the necessary Tribute monster must STILL be offered before the monster is Set. In other words, you cannot Set a Level 5 or higher monster in order to avoid offering a Tribute.

A Tribute Summon is considered a Normal Summon. Therefore, a Tribute Summon and another Normal Summon CANNOT be performed in the same turn.

Aside from a Normal Summon, there are 2 additional ways to summon a monster: Flip Summon and Special Summon.

b. Flip Summon

The act of turning a card from face-down Defense Position to face-up Attack Position is referred to as a flip. Intentionally flipping a card and positioning it for an attack is termed Flip Summon. Remember that a Monster Card placed face-down on the field (a Set) is not considered as summoned - it is considered summoned for the first time when it is flipped face-up. However, when a face-down Monster Card is flipped face-up as the result of an attack or an effect from another card, it is not considered to be Flip Summoned. Its flip effect, however, is activated as soon as it is flipped face-up. Also keep in mind that a Monster Card Set in a Main Phase cannot be flipped during a Main Phase of the same turn.

A Flip Summon card is not considered a Normal Summon. Therefore, you can perform a Normal Summon and 1 or more Flip Summon(s) in the same turn. If you have multiple face-down monsters you can Flip Summon as many or as few as you wish, but keep in mind that you can only change the position of a Monster Card once during any given turn.

c. Special Summon

A Special Summon is when Fusion, Ritual, Magic, Traps or Monster Effects are used to place another monster on the field.

A Special Summon is different from a Normal Summon in that it can

be used repeatedly within the same turn to summon monsters onto the field. Be sure to follow the specific instructions printed on the cards when executing a Special Summon.

II. Activate or Set Magic & Trap Cards

Unlike Monster Cards, you can bring more than one Magic and/or Trap Card into play during the Main Phase, provided there is room in the Magic & Trap Card Zone. A player can have only 5 Magic and/or Trap Cards on the field at the same time in the Magic & Trap Card Zone. Field Magic Cards are not included in this 5-card limit. The 5-card limitation also applies to any Equip Cards the player may have attached to an opponent's Monster Card.

A Magic Card can either be activated (face-up) or Set (face-down) on the field. When a Magic Card is placed face-up, the effect is immediately activated.

A Trap Card must always be placed face-down on the field (Set).
For Magic or Trap effects, follow the instructions listed on each card.

Summary

Once a Normal Magic Card is placed face-up on the field, it is activated immediately and is then destroyed. Equip and Field Magic Cards (generally used to modify the strength of a Monster Card) and Magic Cards with a "Continuous" icon remain on the field until they are destroyed or removed from the field.
Trap Cards are usually destroyed immediately after being activated unless they have a "Continuous" icon.

Controlling an Opponent's Monster

Certain Magic and Trap Cards have the effect of giving you control over an opponent's monster. When this occurs, use the following rules:
- When you take control of an opponent's monster, move the Monster Card to your own Monster Card Zone.
- If you control a face-down monster with a Flip Effect that was Set by your opponent, the card's Flip Effect is activated when you flip it face-up and its effects are applied as if you were the card's owner.
- A monster you control counts towards your 5-card Monster Card Zone limit.

Therefore, you cannot take control of an opponent's monster if your Monster Card Zone is filled.

•Equip Magic Cards attached to a Monster Card always stay in the Magic & Trap Card Zone of the person who played the card and count toward the 5-card Magic & Trap Card Zone limit for that player. The Equip Magic Card effects do not change, even if the Monster Card and Equip Magic Card are on different player's fields.

•Monster Cards under your control can be used in the same way as your own Monster Cards: to attack, defend, or to use as a Tribute. Controlled Monster Cards destroyed or offered as a Tribute are sent to your opponent's Graveyard.

•If you change the Battle Position of the monster you are controlling, when control reverts back to your opponent the monster must remain in the same Battle Position it was in during your End Phase.

D. Battle Phase

Once attack preparations have been made in Main Phase 1, you enter the Battle Phase. If you do not wish to conduct a Battle Phase, your turn proceeds to the End Phase.

Keep in mind that the starting player cannot conduct a Battle Phase in their first turn, even if they have placed a Monster Card on the field.

BATTLE PHASE QUICK REFERENCE CHART

START STEP	Declare that you are entering the Battle Phase. You and your opponent may both play Quick-Play Magic and/or Trap Cards.
BATTLE STEP	Select and announce 1 monster to attack with, and declare 1 of your opponent's monsters your target (the monster you wish to attack). You and your opponent may both play Quick-Play Magic and/or Trap Cards.

DAMAGE STEP	Calculate the damage points of the designated monsters. If a monster has a Flip Effect, apply it immediately after damage calculation. However, a Flip Effect does not affect monsters that have already been destroyed as a result of damage calculation.
END STEP	Resolve all battles by repeating the Battle and Damage Steps as many times as necessary, then declare an end to your Battle Phase. You and your opponent may both play Quick-Play Magic and/or Trap Cards.

I. Start Step

Announce that you are going into Battle Phase. Quick-Play Magic and/or Trap Cards can be activated by either player at this time.

II. Battle Step

FLOW OF THE BATTLE & DAMAGE STEPS

Battle Step

- Select an attack monster
- Designate a target
- Use Quick-Play Magic or Trap Cards

▼

Damage Step

- Flip target card face-up if face-down
- Calculate and apply damage
- Resolve effects
- Send to the Graveyard

▼

End Step

Repeat for subsequent monster attacks

During their respective turns, players are allowed 1 attack for every monster on the field in face-up Attack Position. However, a single monster can only attack once per turn.

The attacking player chooses 1 of their monsters and designates 1 of the opponent's monster as a target. Play then proceeds immediately to the Damage Step, returning to the Battle Step if the attacking player wishes to attack again with another monster. If the opposing player has no monsters on the field, the selected monster's attack will inflict Direct Damage on the opposing player's Life Points (Direct Damage, p.31).

A monster in Attack Position does not have to attack. Depending on the situation, you can choose whether or not a monster will participate in battle. Once a monster attacks, it may not be changed to Defense Position in the same turn. In addition to monster attacks, both players may use their Quick-Play Magic and Trap Cards during this step.

Replay Rules

Returning gameplay to a previous step and playing that step over again is known as a "Replay". For Example, if the number of your opponent's monsters on the field change due to the effect of Trap or Quick-Play Magic Cards during your Battle Step, a Replay is triggered. When this occurs, play returns to the beginning of the Battle Step with the attacker choosing a new attacking monster and target.

Example: During your Battle Step, you have declared an attacking monster and designated an opponent's monster as a target. Your opponent then activates their "Ultimate Offering" Trap Card, allowing them to summon another monster to the field. Since your opponent now has a different number of monsters on the field than they did when the Battle Step began, a Replay is triggered and you may again choose a monster to attack and designate a target for the attack. Because a Replay returns play to the beginning of the current Battle Step only, monsters destroyed in previous Battle Steps are unaffected.

III. Damage Step

In this step, the players calculate the damage from the monster's attack. A monster destroyed as a result of battle is sent to the owning player's Graveyard.

The Damage Step is conducted in the manner described in the following pages. During the Damage Step, only Quick-Play Magic Cards or Trap Cards that modify the Attack and/or Defense of a monster may be activated. In addition, these cards can only be played before the calculation of damage.

Upon completion of the Damage Step, return to the Battle Step if the attacking player wishes to attack again with another monster.

DETERMINING DAMAGE

a. When the Opponent's Monster is in Attack Position

When attacking a monster that is in Attack Position (face-up and vertical), COMPARE THE ATK (ATTACK) OF BOTH MONSTERS.

i. Attacker's ATK Points > Opponent's ATK Points

Attack Results:

When the attacking monster's ATK points are higher than the ATK points of the opponent's monster, the opponent's monster is destroyed.

Damage:

Subtract the ATK points of the opponent's monsters from the ATK points of the Attacking Monster. This result is subtracted from the opponent's Life Points.

ii. Attacker's ATK Points = Opponent's ATK Points

Attack Results:

When the attacking monster's ATK points are equal to the ATK points of the opponent's monster, the result is considered a draw, and both monsters are destroyed.

Damage:

Neither player takes any damage. Their Life Points remain the same.

iii. Attacker's ATK Points < Opponent's ATK Points

Attack Results:

When the attacking monster's ATK points are lower than the ATK points

of the opponent's monster, the attacking monster is destroyed.

Damage:

Subtract the ATK points of the attacking monster from the ATK points of the opponent's monster. This result is subtracted from the attacker's Life Points.

b. When the Opponent's Monster is in Defense Position

When attacking a monster that is in Defense Position (face-down and horizontal), COMPARE THE ATK (ATTACK) OF THE ATTACKING MONSTER WITH THE DEF (DEFENSE) OF THE OPPONENT'S MONSTER.

i. Attacker's ATK Points > Opponent's DEF Points

Attack Results:

When the attacking monster's ATK points are higher than the DEF points of the opponent's monster, the opponent's monster is destroyed.

Damage:

Neither player takes any damage. Their Life Points remain the same.

ii. Attacker's ATK Points = Opponent's DEF Points

Attack Results: When the attacking monster's ATK points are equal to the DEF points of the opponent's monster, neither monster is destroyed.

Damage:

Neither player takes any damage. Their Life Points remain the same.

iii. Attacker's ATK Points < Opponent's DEF Points

Attack Results:

When the attacking monster's ATK points are lower than DEF points of the opponent's monster, neither monster is destroyed.

Damage:

Subtract the ATK points of the attacking monster from the DEF points of the opponent's monster. This result is subtracted from the attacker's Life Points.

c. Direct Damage: When the Opponent Has No Monsters

If your opponent does not have any monsters on the field, they take Direct Damage. The full amount of the attacking monster's ATK points is subtracted from the opponent's Life Points.

Example of Battle & Damage Steps

(Battle Step)

1. The Target Monster is Attacked:

The attacking player selects one of their own monsters for the attack and designates the opponent's monster as a target. Both players can play Quick-Play Magic or Trap Cards.

(Damage Step)

2. Determine Attack Results:

If the target monster is in face-up Attack Position, compare the ATK points of both monsters.

If the target monster is in face-down Defense Position, the card is flipped face-up. Compare the attacking monster's ATK points with the target monster's DEF points.

Quick-Play Magic or Trap Cards that modify the ATK and/or DEF of a monster may be played here.

3. Calculate Damage:

Calculate and apply damage from the battle.

4. Apply the Effects of Effect Monsters:

If the target monster has a Flip Effect, it is applied here. Review the instructions on the flipped card and apply it.

Do not apply effects to monsters that are already destroyed. If there are monsters with effects other than Flip Effects, these should be applied here as well.

5. Send to the Graveyard:

Monsters destroyed in battle are sent to the Graveyard now. If a monster has an effect stating "When this card is sent from the field to the Graveyard...", the effect is applied during this step.

If an attacked Defense Position monster is not destroyed, it remains in face-up Defense Position. It DOES NOT return to face-down Defense Position.

6. Determine Whether to Attack Again

If other monsters can attack, choose to return to the Battle Step or proceed to the End Step.

Following the Damage Step, the attacking player can return to the Battle Step, choose another monster, and engage in another battle. Keep in mind that each Attack Position monster may only attack once per turn. The player can repeat these steps as many times as they have monsters available to attack.

IV. End Step

Once all battles have been resolved, the player enters the End Step and announces the end of their Battle Phase.

E. Main Phase 2

When the Battle Phase is over, the turn proceeds to Main Phase 2. As in Main Phase 1, you may Set or play Monster, Magic, and/or Trap Cards. Remember that you are allowed to change the Attack or Defense Position of each monster or perform a Normal Summon only ONCE PER TURN. Also keep in mind that you may not exceed the 5-card limit for the Monster Card Zone or the Magic & Trap Card Zone.

F. End Phase

Announce the end of your turn. If your hand contains more than 6 cards, discard to the Graveyard until only 6 cards remain in your hand. The opposing player then begins their turn with the Draw Phase.

G. End of the Duel

Repeat Phases 1 through 6 in alternating turns until a winner is decided.

10. Deck Construction

Once you have mastered the basic rules of Yu-Gi-Oh!, the next step is to create your own Deck. This is known as Deck Construction. The rules for constructing a Deck are simple, but it takes skill to put together a strong Deck. We'll also give you some hints on putting together your Deck in this section.

A. Deck Construction Rules

A Deck must contain at least 40 cards. Keep in mind that Decks with too many cards mean you will have a smaller chance of drawing the cards you need, so its best to limit your cards to around 40.

You can have up to 3 duplicates of the same card in your Deck. Cards included in your Side Deck count towards this 3 duplicate limit. Also, be aware of Forbidden and Limited Cards, p.35.

B. Deck Construction Hints

I. Keep the Monster Card to Magic/Trap Card ratio at 1 : 1

The building blocks of your Deck are the Monster Cards. No matter how many powerful Magic or Trap Cards you have, no monsters on the field means you've got nothing to defend your Life Points. A general rule of thumb is that roughly half of your Deck should be made up of monsters. Therefore, if you've got a Deck of 40 cards, around 20 should be Monster Cards.

II. Keep The Number of High Level Monsters To A Minimum

In order to perform a Tribute Summon (required for a Level 5 or higher monster), you will have to offer monsters as a Tribute. If your Deck is filled with high-level monsters, summoning them to the field will be very costly. Instead, include lots of Level 4 or lower monsters in your Deck and keep the number of high-level monsters to a minimum.

III. Make Good Use Of Your Effect Monsters

Effect Monsters with Magic or Trap effects play an important strategic role in your Duels. You can create a powerful Deck if you take full advantage of these effects. For example, the "Hane-Hane" card forces your opponent to return one monster from the field to their hand. Using this card at the right moment could leave your opponent's Life Points wide open for an attack from a high-level monster.

IV. Include Cards That Increase Opportunities To Draw

In a Duel, the basic rule is that you can only draw 1 card during the Draw Phase. Therefore, it is strategically to your advantage to be able to draw more cards than your opponent. For example, cards like "Pot of Greed" increase your chances of drawing vital cards from your Deck.

V. How to Create Your Side Deck

In between Duels, you are allowed to use a Side Deck of 15 cards to adjust the contents of your Deck. Prepare your Side Deck with cards that help address the weaknesses in your Deck or have the power to neutralize specific cards.

POWERFUL CARDS

The following cards will help strengthen anyone's Deck:

- Raigeki
- Monster Reborn
- Dark Hole
- Pot of Greed
- Change of Heart

C. FORBIDDEN AND LIMITED CARDS

According the Official Rules, certain cards have specific quantity restrictions that limit the number that can be included in a Deck. To view the current list of Forbidden and Limited cards, go to www.upperdeckentertainment.com/yugioh/forbidden.asp.

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THE **YU-GI-OH! TRADING CARD GAME**,
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